Color Dreams

INSTRUCTION MANUAL

RAID 2020

RAID 2020 CONTROL SUMMARY

CONTROLS

Arrow Keys: Move in the direction indicated.

Start Button: Starts game. Pauses and restarts game.

Select Button: Switches you in and out of the inventory screen.

Button A: Fires weapon.

Holding down **Button A** and pressing **Start**: Starts a new game from the current world.

SPECIAL OBJECTS

Gangsters and Cyborgs: Some enemies will shoot. Some carry money and narcotics.

Boats and Space Craft: Avoid enemy craft. They are relentless in their pursuit.

Money and Narcotics: Confiscate these items and turn them over to the FBI for a reward.

Boots and Mines: Boots protect you from mines.

Keys and Computer Cards: Use these to open doors.

Hearts: Every heart collected gives Shadow extra shielding.

RAID 2020

Shadow

Raid 2020 is a fight for right in a futuristic world gone wrong. You are agent Shadow, last of the elite undercover narcotics division officers. Alone and armed only with limited firepower and unlimited determination, you must put an end to the drug kingpin Pit Bull and his brainwashed servants of demise. You, Shadow, are the nation's last chance for recovery from moral collapse.

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Pitbull

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PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo®system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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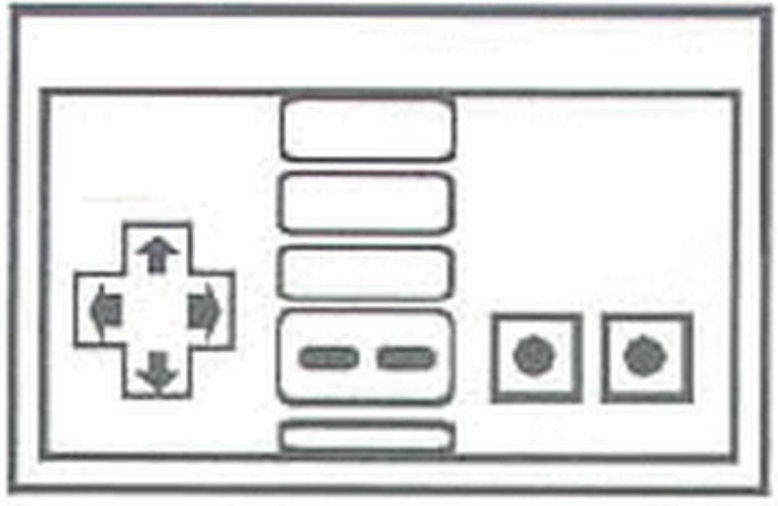
GAME CONTROL

Arrow Keys: Move in the indicated direction.

Button A: Fires weapon.

Start button: starts game. May be used to bypass the onscreen introduction. Also pauses and restarts the game.



NES Controller

Select button: switches to the arm computer where Shadow can see how many lives he has left, the amount of money, suitcases and drug contraband he has collected and the weapon currently in use. Switches from the arm computer back to the action screen.

Holding down **Button A** and tapping **Start**: Start a new game from the current world.

SHADOW'S TECHNO INDUSTRIES ARM COMPUTER

Earlier in his career, Shadow lost his right arm in an undercover buy that went bad. Thanks to a neurosurgeon from Technopolis, Shadow's lower arm and hand are today better than ever. Integrated into Shadow's right arm is a minicomputer which receives messages from Headquarters concerning the mission.

Shadow

Pitbull

Thug

Dealer

DESCRIPTIONS

MAIN CHARACTERS

Shadow the Drug Buster: The last surviving paradigm of justice— protection of our nation from the clutches of crack cocaine carnage.

Pit Bull: He is an ex con from Columbia, murderer, martial arts expert, genius and kingpin of a nationwide drug operation. No one has ever come back alive after paying him a visit.

GANGSTERS

Thugs: These gun-toting maniacs carry the cash and cocaine to and from the dealers and buyers.

Dealers: Sly, persistent and tough to kill, these death distributors are a constant thorn in Shadow's side. Dealers will draw a concealed gun on Shadow.

Shadow's Boat

Smuggler's Boat

Bazooka

BOATS

Shadow's Boat: A turbine powered speedster complete with the 2025 issue plasmaspherical cannon.

Drug Lord Aqua Smugglers: These speedboat driving demons will not hesitate to unload electrified missiles on Shadow as he traverses the swamp. Although not quite as fast as Shadow, they manifest their strength in numbers and persistence.

CYBORGS

Get them before they get you. They make quite formidable foes, due to their convenient lack of pain receptors—Pit Bull's bright idea. Rumor has it that these cyborgs, as well as all the other enemies, are controlled by a master computer monitored by Pit Bull.

Bazooka: This cyborg unit is the first of the destructive and expendable prototypes produced by Pit Bull's factories. They sport a massive bazooka-like laser on their shoulders. They carry either drug related cash or suitcases full of an unspecified type of currency.

Handgun

Handgun-HGxr6 series: These black plated cyborgs fire from pods in their hands and must be avoided. They are lower level guards for Pit Bull's warehouse.

Antdroid

AntDroid: resembling the now extinct insect, AntDroids are a feared race of android that is extremely strong and durable. Bearing the PhirePhasor, these bright red cyborgs spell certain destruction for all but the best that dare to enter the warehouse.

Apex

A-Pex #72-168: This is the major drug-dealing cyborg in Pit Bull's army. Carrying cocaine and firing the lethal duo-laser from its chest, A-Pex is a force to be reckoned with. Don't let him panic you. Just keep firing at this well armored red fury to put him out of commission.

Buster-1

SPACE

The Buster 1 Craft: Shadow's high speed craft is used to fly to different drug hot spots across the U.S. to combat crime. The Buster 1 cruises at Mach 3 with its dual sub-light thrusters and is highly maneuverable—even while firing its sidewinder laser cannons at Mach 3.

Enemy Fighter

Enemy Fighters: In these unfriendly skies, the drug lord's craft will surely try to put an early end to Shadow's journey.

Spinners:Named for the spinning upper portion of their hulls, these saucer-like craft are fast and furious and actively guard the slower moving drug ships. Their armor is strong enough to sustain them as they get in a shot or two at Shadow.

Hovercraft

Hovercraft: Pit Bull sends these low flying ships around to various areas to guard an entrance or simply to toy with certain law enforcement agents. They can take a huge amount of damage and are only vulnerable in the cockpit region where the pilot light receiver is located.

Satellite

Meteor

Cocaine

Cash

Communications-Satellite: Pit Bull communicates with his network via a PB-3000 supercomputer/ communications-satellite system. Pit Bull can instantly run a deal through his networkers anywhere in the country without leaving his desk. The communications satellite may pose a problem for our wayfaring hero as it guards the entrance to the docking station over New L.A. Exercise caution when docking!

Rhino-R02881: Nicknamed "Rhino" by the old narcotics officers of Technopolis, these slow movers carry a drug payload that could flood a moon.

OTHER ITEMS

Cocaine: Shadow must confiscate two pound bags of cocaine and turn them over to the F.B.I. as contraband.

Cash: Cash is Picked up in quantities of 1000.

Sharks: They are rumored to inhabit the swamp.

Suitcase

Boot

Key

Card

Suitcases: A different type of currency (valuable to some people and not so valuable to others) is carried in suitcases. Every 12 collected gives Shadow an extra life.

Armor Boots: These boots are an invaluable aid to Shadow. Special alloys used in their construction disarm the HCM's (Human Combustion Mines) if contact is made.

Key: Use this key to enter some doors.

TNT/Passcode Card: Pit Bull has devised a security system for his computer room. The PB-3000 room can only be entered through means of a special card. If Shadow can find the TNT card and properly insert it, it will allow him to reach and blow up the computer. This card is a black market item.

Bridges: Falling off is lethal.

Mines: Certain areas are strewn with them.

Hearts: Every heart collected gives Shadow extra shielding.

NOTES

RAID 2020 EVALUATION SHEET

NAME: _____ AGE: _____ SEX: _____

ADDRESS: _____

DATE: _____/_____/_____ PHONE # (Optional): (_____) _____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1) GAME'S OVERALL ENTERTAINMENT VALUE	1	2	3	4	5
2) COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1	2	3	4	5
3) COMPARED WITH ALL EXISTING GAMES	1	2	3	4	5
4) VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1	2	3	4	5
5) GRAPHICS (COLOR, DESIGN, ANIMATION)	1	2	3	4	5
6) SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1	2	3	4	5
7) DIFFICULTY LEVEL (1: TOO EASY . . . 5: TOO DIFFICULT)	1	2	3	4	5
8) FLAWS OR PROBLEMS (1: NONE . . . 5: TOO MANY)	1	2	3	4	5

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